

# Alexis Martineau

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## EDUCATION

**Northwestern University**, Evanston, IL

Bachelor of Arts in **Computer Science** and **Physics**

June 2019

GPA: **3.67/4.00**

Relevant Coursework: Software Development; UI Design; Version Control; Game Design & Development  
OS Development; Graphics Libraries; Advanced General Physics; Data Structures

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## RELEVANT EXPERIENCE

**Northwestern University Computer Graphics Course Projects**, Evanston, IL

January 2019 – June 2019

*Graphics Developer*

- Designed and implemented code bases for flexible, expandable and functional RayTracing and Particle-Based animation platforms in Javascript/GLSL
- Developed a polygon-based graphics engine from the ground up using WebGL and JavaScript in order to hone my skills in low-level modeling, animation and basic shader-writing.

**Northwestern Physics and Astronomy Department**, Evanston, IL

June 2017 – August 2017

*Undergraduate Researcher for Prof. Melville Ulmer*

- Designed and led independent research to investigate high-redshift, strongly lensed galaxies by cross referencing data from survey-type astronomical databases (SDSS, IRAS, etc.)
  - Awarded the Weinberg College of Arts and Sciences Undergraduate Research Grant for demonstration of excellent potential in research and academia
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## LEADERSHIP EXPERIENCE

**Pioneers of Interactive Entertainment Game Development Group**, Evanston, IL

January 2018 – June 2019

*AstroWars Lead Designer, Tutorial Coordinator*

- Led efforts to restructure the group with emphasis on education and hands-on project exposure, resulting in a massive engagement boost and the creation of several student projects
- Managed a 4-person programming team developing a space-strategy game in Unity Game Engine and C#
- Trained new members to ensure that they were equipped with programming (C# and Unity) and design skills to work on ongoing game development projects

**Northwestern Fencing Club**, Evanston, IL

September 2015 – September 2019

*Travelling Team Sabre Fencer*

- Travelled across the US with the Northwestern Fencing Club to fence in collegiate club and varsity matches
  - Mentored new team members to foster team unity and comradery while also improving fencing technique
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## SKILLS & INTERESTS

**Computer:** Programming: Python, C++, C#

Web: Javascript, HTML/CSS

Graphics & Game Development: WebGL, Unity

**Language:** French (native), English (native)

**Interests:** Rock climbing, Hiking, Board games, Ancient history & mythology, Fencing, Super Smash Bros.